IMPORTANT NOTE!

FLIGHT SIMULATOR II - Version 1.1

for Atari ST computers
(program number ST-FS2)

NEW FEATURES

Several new undocumented features are now available on FLIGHT SIMULATOR II
Version 1.1 for the Atari ST:

1. The same disk now includes both color and monochrome versions of the FS2
   program. FS2 automatically determines your monitor type and loads the
   appropriate program version when you boot the disk. From a functional
   standpoint, both programs are identical.

2. A joystick may be used to fly the aircraft. Plug the joystick into mouse
   port #1. Press the [J] key to switch between mouse and joystick control. The
   joystick will not function in mouse control mode. In joystick control mode,
   both the mouse and joystick are functional but the right mouse button
   functions like the joystick button.

   Right and left stick movement controls ailerons, and forward and backward
   movement controls elevator. The control functions and directions correspond
   exactly to those used in a real "stick-controlled" aircraft. Right stick
   movement causes right roll, and backward movement "pulls the nose up." To
   center your ailerons, press the joystick button and push the stick to the
   left or to the right.

   The joystick can also be used for throttle control. Press the joystick
   button and move the stick forward or back to adjust your throttle when
   flying with the joystick.

   It is most convenient to use the keypad controls for rudder and brakes when
   in this flight mode.

3. Several new features have been added to multi-player mode:

   A. When in multi-player mode, setting the ADF frequency to 000 causes the
      ADF needle to point at the other player's aircraft. Setting frequency to
      001 additionally displays distance to the other player's plane on the DME
      gauge.

   B. In the multi-player menu there is now an option to AUTOPILOT LOCK the
      other player's plane. The autopilot will lock onto the other aircraft
      when this option is selected. As always, autopilot is enabled/disabled by
      pressing the [Z] key.

4. It is now possible to run FLIGHT SIMULATOR II from a hard disk. Copy all
   files (except those contained in the AUTO folder) from the distribution disk
   to any hard disk folder. Execute FS2.PRG to load and run the FS2 program.